

ASTEROIDS

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• Explosive rapid-fire space action • 1 or 2 players are challenged to destroy asteroids and enemy spacecraft • New Atari-designed QuadraScan™ display system • New personal high score table display • Optional "Hyperspace" • Optional coinage including Susan B. Anthony coin slot • Bonus play at 10,000 points.

Atari Space™ introduces another new space action blockbuster. A new concept that challenges one or two players to compete with themselves or against an opponent for highest scores.

Asteroids is easy to learn but hard to master—a replay natural. The better your players become, the more difficult Asteroids gets. People keep playing to better their previous scores.

Players start with either three or four ships. The object of the game is to maneuver a spacecraft quickly enough to blast and destroy streams of asteroids and computer-controlled enemy saucers—before they can destroy the player's ship.

A direct hit on a large asteroid breaks it in two. A hit on one of these breaks it into two still smaller asteroids, a final hit on a small asteroid destroys it completely.

When the number of asteroids is minimal, a saucer will enter. As the game progresses, more enemy saucers will appear more frequently.

Large saucers shoot in random directions. Small spacecraft will zero in on player's craft. When all asteroids have been destroyed, a new cluster of large asteroids will appear.

Realistic Controls.

Push-button controls are provided for rotation left or right, thrust and fire control. Activation of the "Hyperspace" button causes the spacecraft to go off-screen and reappear at random in a different



area. Hyperspace is risky however, because of a high probability of destruction upon reentry.

Scoring.

Small Asteroids	100 points
Medium Asteroids	50 points
Large Asteroids	20 points
Large Spacecraft	200 points
Small Spacecraft	1,000 points

Bonus Scoring.

Each time 10,000 points are achieved an additional spacecraft is awarded.

Spectacular Visual Effects.

Realistic explosions, laser blasts, fragmentation of space debris are created by the unique Atari-designed QuadraScan™ display system. This specially developed random scan system allows more realistic animation and three-dimensional effects creating a picture with finer detail, greater resolution and smoother movement.

Exciting visuals are enhanced by highly realistic sound effects.

New High Score Table.

The current ten best scores along with players initials are displayed in the upper window. If player's score exceeds one of the existing ten

best, he or she can add that score and initials to the list.

Exclusive Operator Options.

Coinage: Free play, 1 coin per play, 1 coin per 2 plays, 2 coins per play

Languages: Operators may select English, French, German or Spanish video message presentations.

Spacecrafts: Asteroids can be adjusted to start game with 3 or 4 spacecrafts

Built-in, Self-Test System.

Asteroids self-test diagnostic system offers light-speed trouble-shooting on the spot.

Telehelp™ Customer Service Toll-Free.

Western Region:
800-538-1611

Eastern Region:
800-631-5374

Dimensions.

Height: 71.87", 182.54 cm;
Width: 25.25", 64.14 cm;
Depth: 32", 81.28 cm;
Monitor: 19" B/W

Blast Off for Higher Profits.

Get the specs on Asteroids from your Atari distributor now, or contact us for referral at

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CA 91086. 408-745-2500.

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